MISSILE ATTACK

1. INSERT CARTRIDGE AND PRESS [RESET]
2. CLEAR TITLE SCREEN (FROM KEYPAD OR HAND CONTROLLER #1)
3. INPUT NUMBER OF PLAYERS (1 TO 4)

ALL 4 PLAYERS SHARE HAND CONTROLLER #1
MOVE THE JOYSTICK UP TO START A ROUND OF PLAY
THE KNOB MOVES THE SIGHT MARKER HORIZONTALLY
THE JOYSTICK (UP AND DOWN) MOVES THE SIGHT MARKER VERTICALLY
NOTE: (THERE IS A "WRAPAROUND" FROM TOP TO BOTTOM AND FROM BOTTOM TO TOP)
JOYSTICK LEFT LAUNCHES MISSILES FROM THE LEFT MISSILE BASE
JOYSTICK RIGHT LAUNCHES MISSILES FROM THE RIGHT MISSILE BASE
THE TRIGGER LAUNCHES MISSILES FROM THE CENTER MISSILE BASE
THE PLAY IS SIMILAR TO THE COIN OP GAME MISSILE COMMAND
YOU BEGIN WITH 6 CITIES AND 3 MISSILE BASES
YOU MUST INTERCEPT INCOMMING NUCLEAR BOMBS WITH YOUR MISSILES
PLACE THE SIGHT MARKER JUST AHEAD OF A BOMB AND LAUNCH A MISSILE
HIT THE "RUSSIAN" BOMBER FOR BONUS POINTS
THE GAME IS OVER WHEN ALL YOUR CITIES ARE DESTROYED. SO NUKE EM!!